B. Amendments to the claims

1. [Currently amended] A method for enabling the distribution and usage of ~~Java~~ digital content protected by Digital Rights Management (DRM) policies, the ~~Java~~ digital content being distributed to mobile users through a mobile service provider, the ~~Java~~ digital content being used by mobile users through their respective mobile devices, the mobile devices being Java enabled, the DRM policies being implemented by a wrapper which is added to the ~~Java~~ digital content, the DRM policies further being implemented without the need of a DRM agent on the mobile device, the method comprising:

a. the mobile service provider associating Digital Rights Management policies with the ~~Java~~ digital content wherein the wrapper is added to the ~~Java~~ digital content for facilitating implementation of DRM policies on the mobile device;

b. downloading the ~~Java~~ digital content along with the wrapper onto the mobile device;

c. the wrapper facilitating download of a license onto the mobile device, the license being generated on the basis of Digital Rights Management policies associated with the downloaded ~~Java~~ digital content;

d. the mobile user fulfilling preconditions for the use of the ~~Java~~ digital content, the preconditions being defined in accordance with the license; and

e. the wrapper implementing the DRM policies on the mobile device wherein the wrapper allows the mobile user using to use the ~~Java~~ digital content in accordance with the license; and

f. the wrapper allowing a purchase of a license when the existing license expires without the need to download the ~~Java~~ digital content again.

2. [Currently amended] The method as recited in claim 1 wherein the ~~Java~~ digital content to be downloaded is provided by a content provider to the mobile service provider.

3. [Currently amended] The method as recited in claim 1 wherein the ~~Java~~ digital content to be downloaded is hosted by the mobile service provider.

4. [Currently amended] The method as recited in claim 1 wherein the license is downloaded onto the mobile device along with the wrapper and the ~~Java~~ digital content, allowing the mobile user to use the ~~Java~~ digital content in accordance with the license.

5-6 . [Cancelled]

7. [Currently amended] The method as recited in claim 1 further comprising the step of registering the ~~Java~~ digital contents with the mobile service provider.

8. [Currently amended] The method as recited in claim 7 wherein the step of registering the ~~Java~~ digital content with the mobile service provider comprises the steps of:

a. obtaining ~~Java~~ digital content files from the content provider;

b. generating the wrapper for the ~~Java~~ digital content for implementing the DRM policies;

c. generating a license file with default settings;

d. associating a rights workflow with the ~~Java~~ digital content;

e. updating the ~~Java~~ digital content files with the wrapper and the license; and

f. hosting the ~~Java~~ digital content files with the wrapper and the license on a download server.

9-10. [Cancelled]

11. [Currently amended] The method as recited in claim 1 wherein the step of the wrapper allowing a purchase of a license when the existing license expires, if any further comprises the steps of:

a. wrapper contacting the mobile service provider for updating the license;

b. wrapper getting the next set of license options from the mobile service provider based on the rights workflow associated with the ~~Java~~ digital content;

c. wrapper prompting the mobile user for payment based on the user's choice of license update;

d . wrapper updating the license according to the user's choice; and

e . wrapper informing the mobile service provider of the user's action.

12-14. [Cancelled]

15. [Currently amended] A system suitable for enabling the distribution and usage of ~~Java~~ digital content protected by Digital Rights Management (DRM) policies, the DRM policies being implemented by a wrapper which is added to the ~~Java~~ digital content, the DRM policies further being implemented without the need of a DRM agent on the mobile device, the system comprising:

a. at least one mobile service provider for implementation of Digital Rights Management (DRM) policies and distribution of the ~~Java~~ digital content, the mobile service provider further comprising:

i. a server for generating a license for the ~~Java~~ digital content to be downloaded, the license being generated on the basis of Digital Rights Management policies associated with the ~~Java~~ digital content to be downloaded;

ii. means for packaging the ~~Java~~ digital content with the license;

iii. means for delivering the ~~Java~~ digital content to the mobile device; and

iv. means for updating the license on its expiry, the updating being done after fulfillment of preconditions as defined by the DRM policies; and

b. at least one Java enabled mobile device for using the ~~Java~~ digital content provided through the mobile service provider.

16. [Currently amended] The system as recited in claim 15 further comprising a content provider to provide the ~~Java~~ digital content.

17. [Cancelled].

18. [Currently amended] The system as recited in claim 15 wherein the mobile service provider further comprises:

a. means for informing a user of the ~~Java~~ digital content hosted;

b. means for prompting the user for fulfilling preconditions for the ~~Java~~ digital content to be downloaded, the preconditions being defined in accordance with the license; and

c. means for charging the user for the ~~Java~~ digital content to be downloaded.

19. [Cancelled]

20. [Currently amended] A system suitable for enabling the distribution and usage of ~~Java~~ digital content protected by Digital Rights Management (DRM) policies, the system being implemented on or in association with a mobile service provider, the mobile service provider having access to the ~~Java~~ digital content, the ~~Java~~ digital content being used by any Java-enabled mobile device, the DRM policies being implemented by a wrapper which is added to the ~~Java~~ digital content, the DRM policies further being implemented without the need of a DRM agent on the mobile device, the system comprising:

a. a server for generating a license for the ~~Java~~ digital content to be downloaded, the license being generated on the basis of Digital Rights Management policies and a rights workflow associated with the ~~Java~~ digital content;

b. means for packaging the ~~Java~~ digital content with the license to generate a rights protected digital content;

c. means for updating the license on its expiry after the preconditions are fulfilled, the preconditions being defined in accordance with the license; and

d. means for delivering the ~~Java~~ digital content to the mobile device.

21. [Currently amended] The system as recited in claim 20 wherein the mobile service provider further includes:

a. means for informing a user of the ~~Java~~ digital content hosted;

b. means for prompting the user for fulfilling preconditions for the ~~Java~~ digital content to be downloaded, the preconditions being defined in accordance with the license; and

c. means for charging the user for the ~~Java~~ digital content to be downloaded.

22. [Currently amended] A computer program product for enabling distribution and usage of ~~Java~~ digital content associated with Digital Rights Management (DRM) policies, a mobile service provider implementing the DRM policies on the ~~Java~~ digital content, the ~~Java~~ digital content being used by mobile users through their respective mobile devices, the mobile devices being Java enabled, the DRM policies being implemented by a wrapper which is added to the ~~Java~~ digital content, the DRM policies further being implemented without the need of a DRM agent on the mobile device, the computer program product comprising:

a. a computer readable program means for associating Digital Rights Management policies with the ~~Java~~ digital content wherein the wrapper is added to the ~~Java~~ digital content for facilitating implementation of DRM policies on the mobile device;

b. a computer readable program means for downloading the ~~Java~~ digital content along with the wrapper onto the mobile device;

c. a computer readable program means for facilitating download of a license onto the mobile device, the license being generated on the basis of Digital Rights Management policies associated with the downloaded ~~Java~~ digital content;

d. a computer readable program means for enabling fulfillment of preconditions for the ~~Java~~ digital content to be used, the preconditions being defined in accordance with the license;

e. a computer readable program means for implementing the DRM policies on the mobile device wherein the wrapper allows the mobile user to use the ~~Java~~ digital content in accordance with the license; and

f. a computer readable program means for allowing purchase of a license when the existing license expires without the need to download the ~~Java~~ digital content again.

23. [Cancelled]

24. [Currently amended] The computer program product as recited in claim 22 further including a computer readable program means for downloading the generated license onto the mobile device along with the wrapper and the ~~Java~~ digital content, allowing the mobile user to use the ~~Java~~ digital content in accordance with the license.

25. [Currently amended] The computer program product as recited in claim 22 further including a computer readable program means for registering the ~~Java~~ digital contents with the mobile service provider.

26. [Cancelled]

27. [Currently amended] The method as recited in claim 1 wherein no license is downloaded on the mobile device along with the wrapper and the ~~Java~~ digital content, forcing the mobile user to use the ~~Java~~ digital content only after purchasing the license separately.

28. [Previously presented] The method as recited in claim 1 wherein the license is delivered to the user after charging the user based upon the charging policies of the service.

29. [Currently amended] The method as recited in claim 1 wherein the wrapper implements DRM policies on the ~~Java~~ digital content based on constraint parameters wherein the constraint parameters comprise a count of the number of times the ~~Java~~ digital content can be used, and a shelf life of the ~~Java~~ digital content.

30. [Previously presented] The method as recited in claim 29 wherein the wrapper presents the license options to the user for license renewal if the constraint parameters are violated.

31. [Currently amended] The method as recited in claim 1 wherein the ~~Java~~ digital content comprises J2ME applications.

32. [Currently amended] The method as recited in claim 1 further comprises the step of using the rights workflow wherein the set of license options that are presented to the user for purchase are based to the current license that the user has purchased, if any.

33. [Currently amended] The computer program product as recited in claim 22 further including a computer readable program means for delivering the ~~Java~~ digital content separately to the mobile user wherein no license is downloaded on the mobile device along with the wrapper and the ~~Java~~ digital content, forcing the mobile user to use the ~~Java~~ digital content only after purchasing the license separately.

34. [Currently amended] A system for implementing DRM policies by adding a wrapper to ~~Java~~ digital content, the DRM policies being implemented without the need of a DRM agent on the mobile device, the system comprising:

a. at least one content provider for providing the ~~Java~~ digital content;

b. at least one mobile service provider for implementing DRM policies and distributing the ~~Java~~ digital content, the mobile service provider further comprising:

i. a packager for generating the wrapper around the ~~Java~~ digital content wherein the wrapper facilitates implementation of DRM policies on the Java enabled mobile device;

ii. a licensing server for generating a license for the ~~Java~~ digital content to be downloaded, the license being generated on the basis of DRM policies associated with the ~~Java~~ digital content to be downloaded; and

iii. a content server for delivering the ~~Java~~ digital content to the Java enabled mobile device; and

c. at least one Java enabled mobile device for using the ~~Java~~ digital content provided through the mobile service provider.